



Very short steampunk stories, 2 chapters each



steampunk

short_story

adventure

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Chapter 1 by Selena Raynee

I'd like to experiment here with features Joakim promises us in the future.

So, your task is to write 1/2 (half) of the story in STEAMPUNK genre. Next draft (second half) must FINISH the story.

Then someone would start a new story writing half of it.

Basically, each story here would have only 2 chapters.

Let me start and give you an example.

Chapter 1

A young girl of 14 or maybe even 12 is hiding in the ventilation of a huge steam train travelling through a rocky desert. She had no money to buy a ticket and was small enough to fit into one of the cargo containers.

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One night she finds a first class cabin door unlocked and sneaks in to look for valuables. In the bedroom she finds a dead, murdered girl of about her size and height. The dead girl wears so much makeup it's hard to see her face.

Our trespasser throws dead body off the train and assumes dead girl's identity without leaving the cabin: she orders food and drinks into the cabin and spends several days in luxury.

Remember, next draft should finish the story above :-)

Chapter 2 by Hanna Tolander



On the forth day she is attacked in her sleep. She wakes up with a hand across her mouth, and a sharp voice whispers:

"I have no idea how you survived but I'm going to make sure it doesn't happen again!"

She panics, and her hand happens to fall on a compass with a built-in pen knife. Not even thinking, acting on pure instinct, she hits the man in the throat. Blood gushes out. As he dies, she hears him gurgling "it doesn't matter, the others will get you".

She has to get rid of the body. As she tried to sneak it off the train - an almost impossible task - a young man shows up and helps her. He explains to her that she has been attacked by a cult, because of a great secret that her uncle has sworn that he will only give to her. Apparently the dead girl was on her way to his deathbed.

At first, she is shocked and decides that this is not her adventure. She wants to go back to her ordinary self. Being poor is slightly better than being murdered. But then she finds new courage, because she understands that the evil plans of this cult must be stopped. She and the young man survive several murderous attacks but in the end, they reach her uncle's house and get their hands on the plans for the Doomsday Machine that her uncle has built. They destroy the plans and thus they save the world. Then they get married and go off on their honev-moon and

the next big adventure

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A lady vampire named Fresca has promised to meet with an old friend at the luxurious restaurant Paradise (which resides on an airship). It turns out to be a trap and Fresca barely makes it out of there while the airship falls burning to the ground. She recuperates during the day, only to find out the next night that she is being blamed for the accident; the police are looking for 'the mysterious lady with the red hair'.

Now, Fresca has to find out why someone wants to destroy her and also, she has to avoid being taken by the police. Being in jail isn't a very good thing for a vampire.

Write a draft for chapter 3 of 8

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